

Building LM-X SDK for both 32-bit and 64-bit .NET framework

If you want to deploy your application to be able to use both 32-bit and 64-bit .NET, you need to build liblmxnet.dll with the 32-bit and 64-bit .NET compiler. Note that both copies of this file should be shipped with your application.

In order to successfully create two versions of liblmxnet.dll, you must use the same security key pair when creating them.

The following steps will let you know how to proceed:

1. Compile the LM-X SDK as usual for x64:

```
C:\Program Files\X-Formation\LM-X SDK v4.8.4 win64_x64>(configure your environment for 64-bit compilation)
C:\Program Files\X-Formation\LM-X SDK v4.8.4 win64_x64>nmake
```

2. Copy the generated C:\Program Files\X-Formation\LM-X SDK v4.8.4 win64_x64\win64_x64\x-formation_pair.snk to the equivalent directory of the 32-bit SDK:

```
C:\Program Files (x86)\X-Formation\LM-X SDK v4.8.4 win32_x86\win32_x86\x-formation_pair.snk
```

3. Proceed with compiling the LM-X SDK for x86:

```
C:\Program Files (x86)\X-Formation\LM-X SDK v4.8.4 win32_x86>(configure your environment for 32-bit compilation)
C:\Program Files (x86)\X-Formation\LM-X SDK v4.8.4 win32_x86>nmake
```